

2026

RALLYE SCHOOL





Sponsored by:



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RALLYE OVERVIEW



WHAT IS A TIME SPEED DISTANCE (TSD) RALLYE?

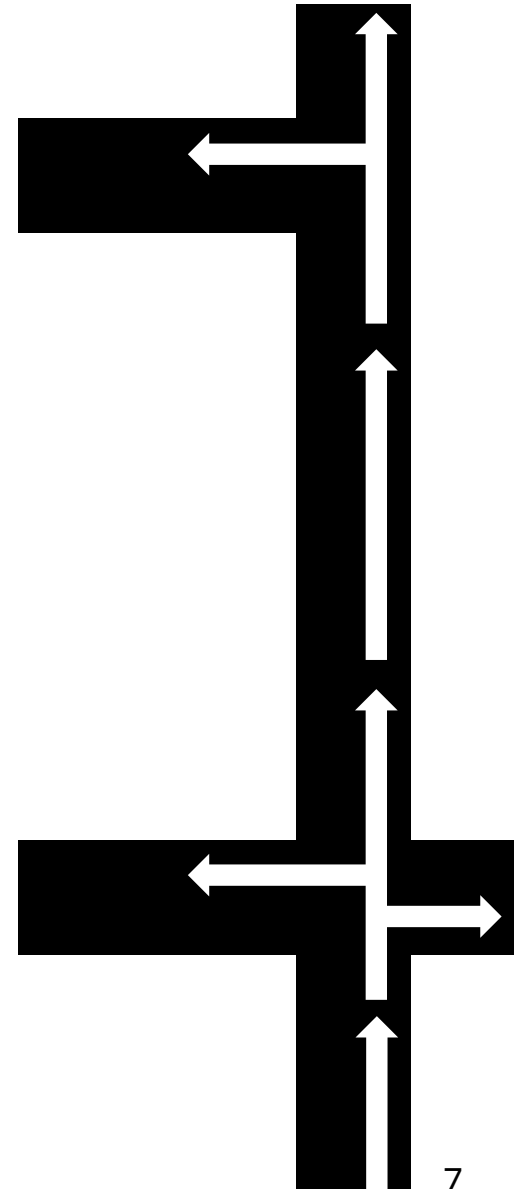
- A TSD rallye is not a race; rather it is a contest wherein teams drive a prescribed route at prescribed speeds based on a set of route instructions received at the start of the event.
- As rallyists drive through various checkpoints along the rallye route, they are scored based on the difference between their time and the calculated “perfect” time for each checkpoint.
- At the end of the rallye, the team with the lowest score wins.
- Rallyes are generally around 100 miles long and take about three hours to complete.

CHECKPOINTS AND LEGS

- Rallye Masters establish GPS checkpoints along the rallye route. The distance between two consecutive checkpoints is referred to as a “leg”.
- Each leg has a calculated “perfect time” based on the average speeds assigned throughout the navigation of the leg. Rallye teams are scored based on deviation from the perfect time – one point for each second early or late.
- Legs are standalone and scored independently. Being early on one leg does not offset by being late on another or vice versa.

DETERMINE THE RALLYE ROUTE

- As you drive down the road, you are presented with opportunities to change direction.
- You must decide at each opportunity whether to change direction.
- Your decisions will be based on the application of all the given instructions and rules.
- Staying on course is the primary objective.



GENERAL INSTRUCTIONS (GI)

- Contain the official rules for a TSD rallye. They are a bit long but have everything you need to know and are the basis for this training.

SUPPLEMENTAL GENERAL INSTRUCTIONS (SGI)

- Also called the “Supplementals”.
- Issued a few days prior to an event to modify and / or clarify information in the GI.
- SGI are unique to each event and override the GI. Read them carefully and take notes!

ROUTE INSTRUCTIONS (RI)

- Issued at the start of the rallye. Provide step-by-step speed and navigation information.

SPECIAL INSTRUCTIONS (SI)

- Rallye-specific, **supersede everything** and must be followed.
- May be issued standalone, embedded in RI, provided in written commentary between rallye sections, and / or listed in critiques distributed during a transit zone break.
- Can do almost anything (e.g. have you turn left on all roads beginning with “P”, skip specific RI, require pauses, etc.). Read and heed.

RALLYE THE ROUTE



THE RALLYE ROUTE



ROADS

- Only open, paved public roads will be used. Roads may be rough, chipseal or have gravel strewn across the paved surface.
- Roads that **DO NOT EXIST** for rallye purposes include dirt, gravel, unpaved roads, private driveways, roads entering / exiting expressways or toll roads and service roads for expressways or toll roads. Also, roads into gated communities, forest preserves / parks, parking lots⁽¹⁾, plant entrances, and roads clearly ending in a dead end.
- Roads marked “Private”, “Private Residence”, “Private Property”, “No Outlet”, “Road Closed”, “Dead End”, “Keep Out”, “No Trespassing”, and “Exit Only” **DO NOT EXIST**.

(1) Except as part of the ODO Leg and Transit Zones.

THE RALLYE ROUTE



ROADS

- References to roads will not necessarily be identified by road type.

For example, **LEFT ON 47** could be executed at Interstate 47, U.S. 47, IL 47, 47th Street, etc.

- Unless specified otherwise, road prefixes such as Old, New, North, South, East, West, etc. and road suffixes such as Road, Street, Avenue, Lane, etc. **SHOULD NOT BE CONSIDERED**.

For example, **LEFT ON MAIN** could refer to Main Street, North Main Avenue, Main Boulevard, etc.

THE RALLYE ROUTE



SIGNS

- References to signs will be in “quotes”. Spelling must be exact, punctuation, capitalization and spacing are irrelevant.
- Signs may be quoted in full or in part. If “in part”, must be complete words or all numbers of a multi-digit number.
- May include SRIP (Sign Reading In Part), SOL (Sign on Left), or SOR (Sign on Right) if the Rallye Master is feeling kindhearted.
- Signs may be in front, to the left or to the right of you. You will never have to turn around to read a sign.

THE RALLYE ROUTE



LANDMARKS

- A prominent or conspicuous object that helps people recognize and navigate their surroundings.
- Landmarks are wide-ranging and may include things like buildings, structures, statues, geological features, etc.
- Landmarks **must be identified by a sign**. No sign, it is not a “rallye landmark” and any actions based on the object should be ignored.
- A road can be a landmark.

THE RALLYE ROUTE

MAIN ROAD

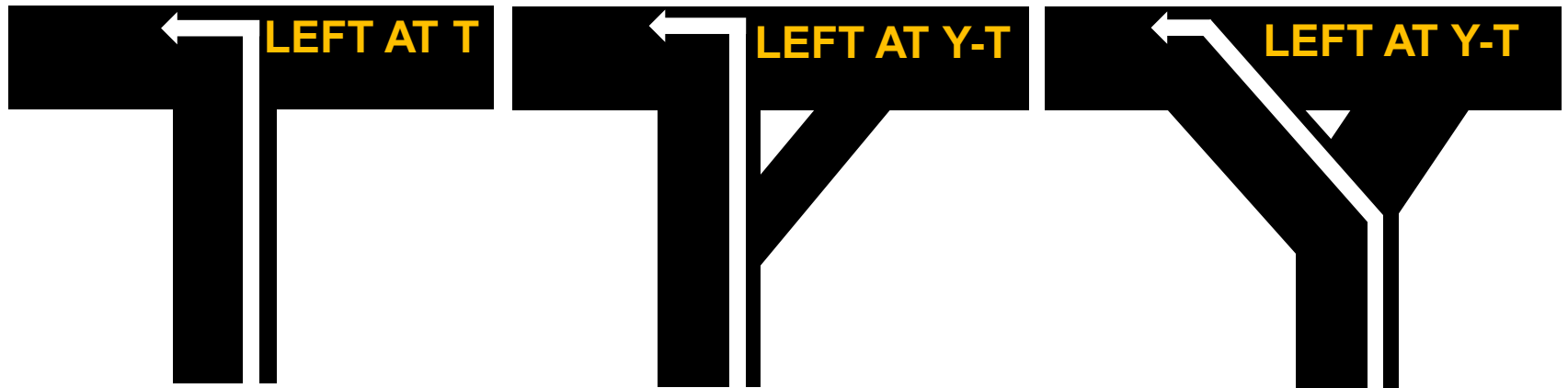
- There are not separate instructions for every intersection on the rallye route. As such, the rallye will follow the **Main Road** unless an instruction taking you in a different direction can be executed.
- The Main Road through each intersection is determined by the highest application of the Main Road Rules (MRR) presented.
- For each rallye, the Supplemental General Instructions (SGI) will provide the specific **Main Road Rules (MRR)** being used, the applicable definitions (if different from the General Instructions) and the order of priority.

THE RALLYE ROUTE

MAIN ROAD RULE:

LEFT (OR RIGHT) AT "T" OR "Y-T"

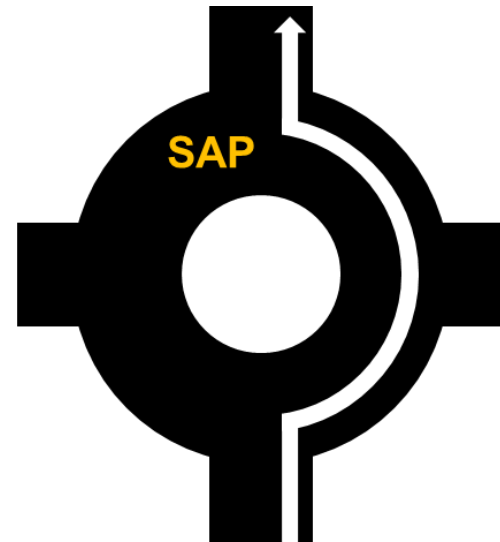
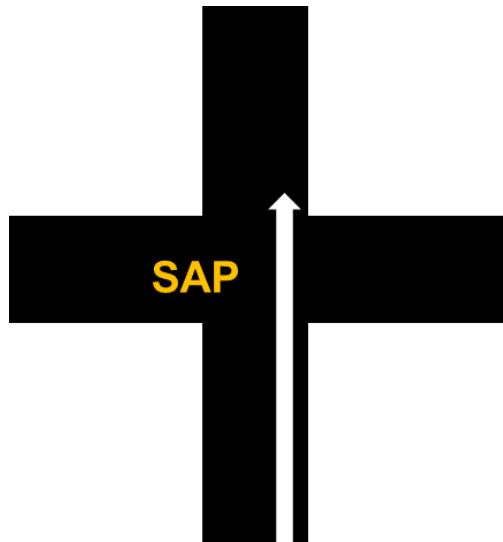
- The Main Road as determined by this rule is the road to the LEFT (or RIGHT) at all "T" and "Y-T" intersections.
- You must be traveling up the stem for it to be a "T" or "Y-T".



THE RALLYE ROUTE

MAIN ROAD RULE: STRAIGHT AS POSSIBLE (SAP)

- The Main Road as determined by this rule is the road that goes straight or nearly straight as possible through an intersection.
- It is not possible to go SAP at a “T” or “Y-T” intersection. It is possible to go SAP through a roundabout.



THE RALLYE ROUTE



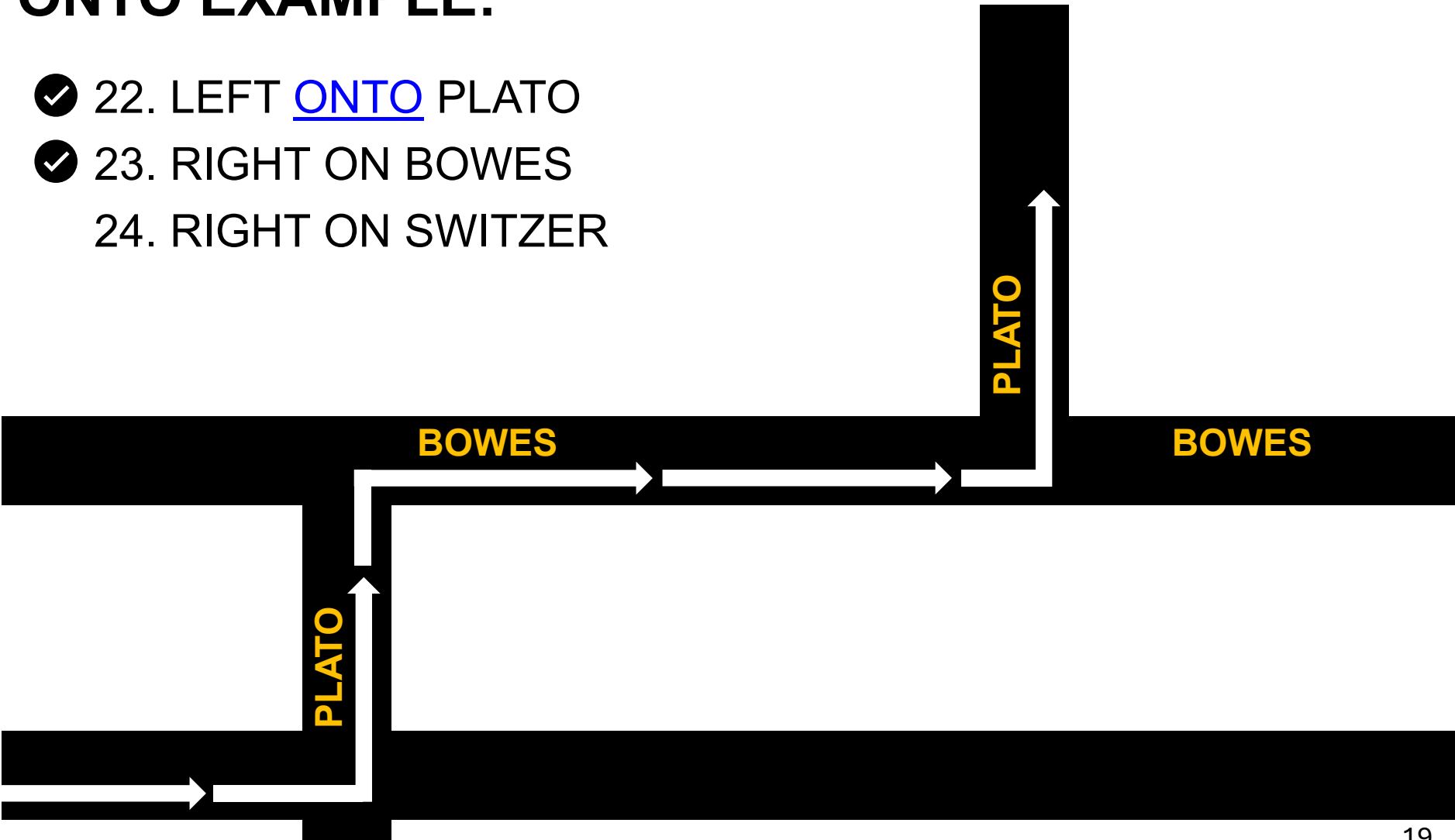
MAIN ROAD RULE: ONTO

- Places rallyists on a road by providing a direction (LEFT, RIGHT), the word ONTO and the name of the ROAD (e.g. LEFT ONTO PLATO).
- You must remain on the ROAD until a Route Instruction (RI) takes you off the ROAD.
- You also must **re-enter the ROAD in the same direction you originally were instructed whenever it is encountered**, unless a Route Instruction (RI) takes you in a different direction.
- Once active, ONTOs stay in effect until canceled.

THE RALLYE ROUTE

ONTO EXAMPLE:

- ✓ 22. LEFT ONTO PLATO
- ✓ 23. RIGHT ON BOWES
- 24. RIGHT ON SWITZER



THE RALLYE ROUTE



ROUTE INSTRUCTIONS – ACTIONS

1. OBSERVATION
2. CHANGE DIRECTION
3. CHANGE SPEED (including Pauses)

-
- Actions when taken may be immediately completed or may be executed over a period, stated distance or until another action can be taken.
 - Route Instructions may include combinations of any of the above.

THE RALLYE ROUTE



ROUTE INSTRUCTIONS – OBSERVATION

- Execution is simply observing the applicable sign, landmark or road.
- Examples:
 - 22. BOWES
 - 23. “JAKE’S SPEED SHOP”
 - 24. “SPEED” (SRIP)
 - 25. “BRIDGE”
 - 26. BRIDGE

THE RALLYE ROUTE



ROUTE INSTRUCTIONS – CHANGE DIRECTION

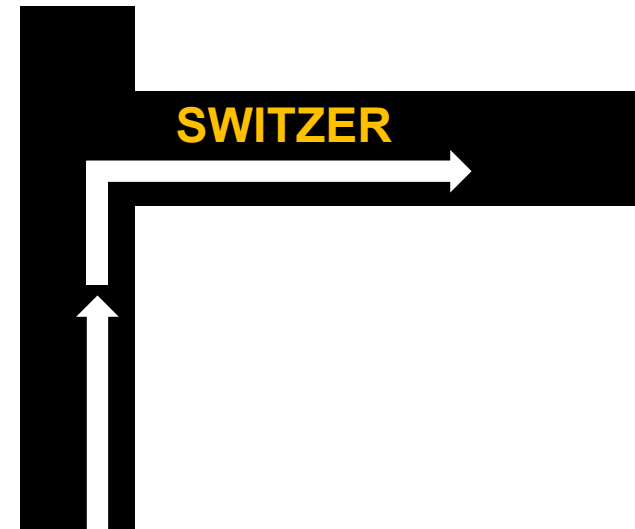
➤ Execution is turning in a direction (LEFT, RIGHT) which overrides the Main Road Rules.

➤ Examples:

22. RIGHT ON SWITZER

22. RIGHT

22. TURN ON SWITZER



THE RALLYE ROUTE



ROUTE INSTRUCTIONS – CHANGE SPEED

- CAST – Change Average Speed To
- Establishes the **Average Speed** to be maintained over a rallye section. Rallyists need to account for stop signs, traffic signals, slowing down for turns, traffic, etc.
- Average Speeds are given in MPH and always set at or below the posted speed limits.
- Examples:
 - 22. CAST 45 AT 45
 - 23. CAST 45 AT “45”
 - 24. CAST 45 AT PLATO

THE RALLYE ROUTE



CARRYOUT AN ACTION OVER A PERIOD, STATED DISTANCE, OR UNTIL

- Must fully complete the action before moving to the next action or instruction.
- Examples:
 - 22. CAST 20 FOR 2 MINUTES
 - 23. PAUSE 60 SECONDS AT “FOREST PRESERVE”
 - 24. WATCH FOR LARGE FARM EQUIPMENT FOR NEXT 3 MILES
 - 25. CAST 35 UNTIL BOWES, CAST 50

THE RALLYE ROUTE

ROUTE INSTRUCTIONS – “AND”

- Each side of the “AND” must be executed in the sequence given (reading left to right).

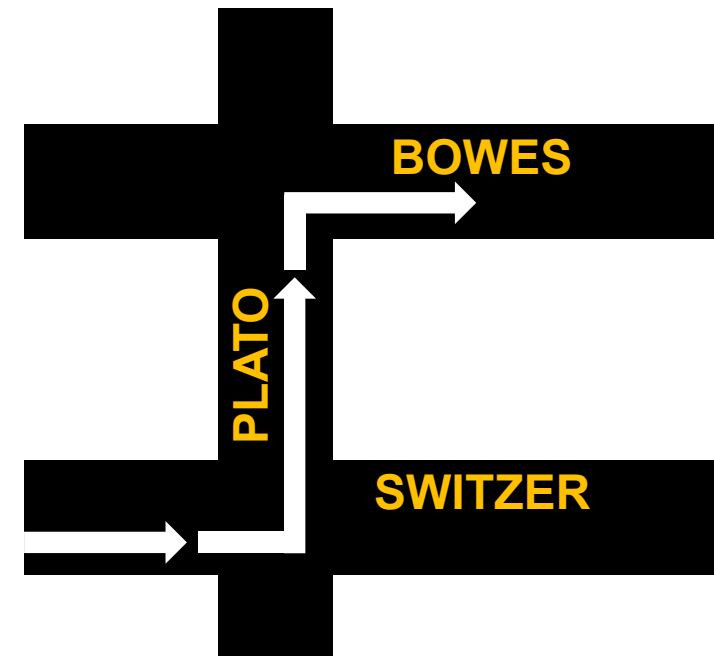
- Examples:

22. LEFT ON PLATO AND RIGHT
ON BOWES

22. LEFT AND RIGHT

- But what about...

23. LEFT ON PLATO AND BOWES



THE RALLYE ROUTE

ROUTE INSTRUCTIONS – “OR”

- Both sides of the “OR” **may** pose potential execution opportunities but **only do the side you can execute first**. Never execute both sides of an “OR”.

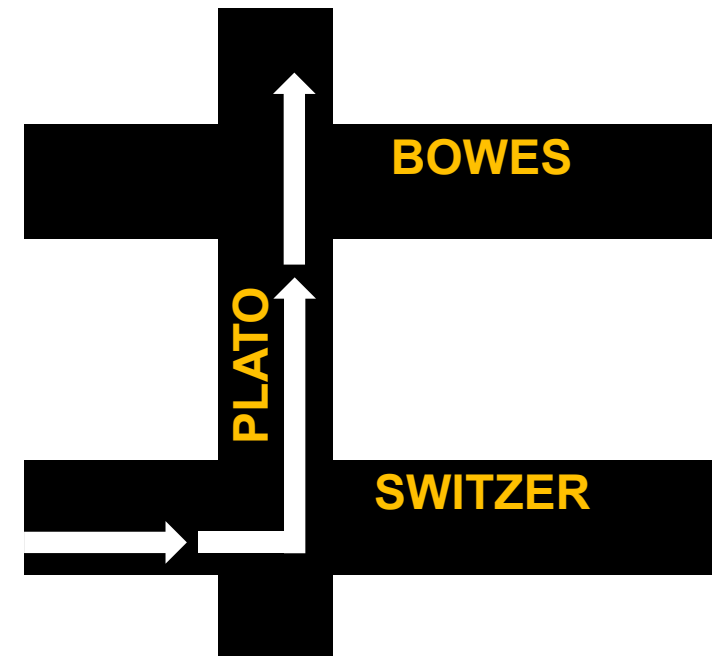
- Example:

22. ~~RIGHT ON BOWES~~ OR LEFT
ON PLATO

- But what about...

23. LEFT ON BOWES OR PLATO

24. LEFT ON PLATO OR RIGHT
ON 47



THE RALLYE ROUTE



ROUTE INSTRUCTIONS – BOTH “AND” & “OR”

- “OR” **has priority** over “AND”. Consider both sides of an “AND” instruction as if it were a single instruction that must be completed and then treat the “OR” as you would any other “OR” instruction.

- Example:

22. RIGHT ON BOWES AND LEFT ON SWITZER OR LEFT ON PLATO

You are looking for BOWES or PLATO. Execute the first available opportunity. If PLATO, make a left and RI 22 is completed. If BOWES, make a right, but still need to make a LEFT ON SWITZER to complete RI 22.

THE RALLYE ROUTE



ROUTE INSTRUCTIONS – MULTIPLE “OR”s

- If an instruction contains multiple “OR” statements, each side of each “OR” **may** pose a potential execution opportunity. **Only perform the first opportunity you can execute.**

- Example:

22. **RIGHT ON BOWES** OR **LEFT ON SWITZER** OR **LEFT ON PLATO**

You are looking for BOWES, SWITZER or PLATO.
Execute the first available opportunity, then proceed to the next Route Instruction.

THE RALLYE ROUTE

NUMBERED ROUTE INSTRUCTIONS (NRI)

- Every NRI must be executed.
- Executed in numerical order (1, 2, 3, etc.).

LETTERED ROUTE INSTRUCTIONS (LRI)

- May or may not be executed but must be executed if possible.
- Once the NRI that directly precedes an LRI is completed, **all LRI before the next NRI** become active, **as well as the next NRI**. At each opportunity, the first available LRI or NRI should be executed.
- LRI is canceled at the completion of a subsequent LRI or NRI, whether the LRI has been executed.

THE RALLYE ROUTE

EXAMPLE:

- 22. LEFT ONTO PLATO, CAST 30
- D. RIGHT ON BOWES
- E. LEFT ON APPLETON
- 23. RIGHT ON SWITZER

PLATO

BOWES

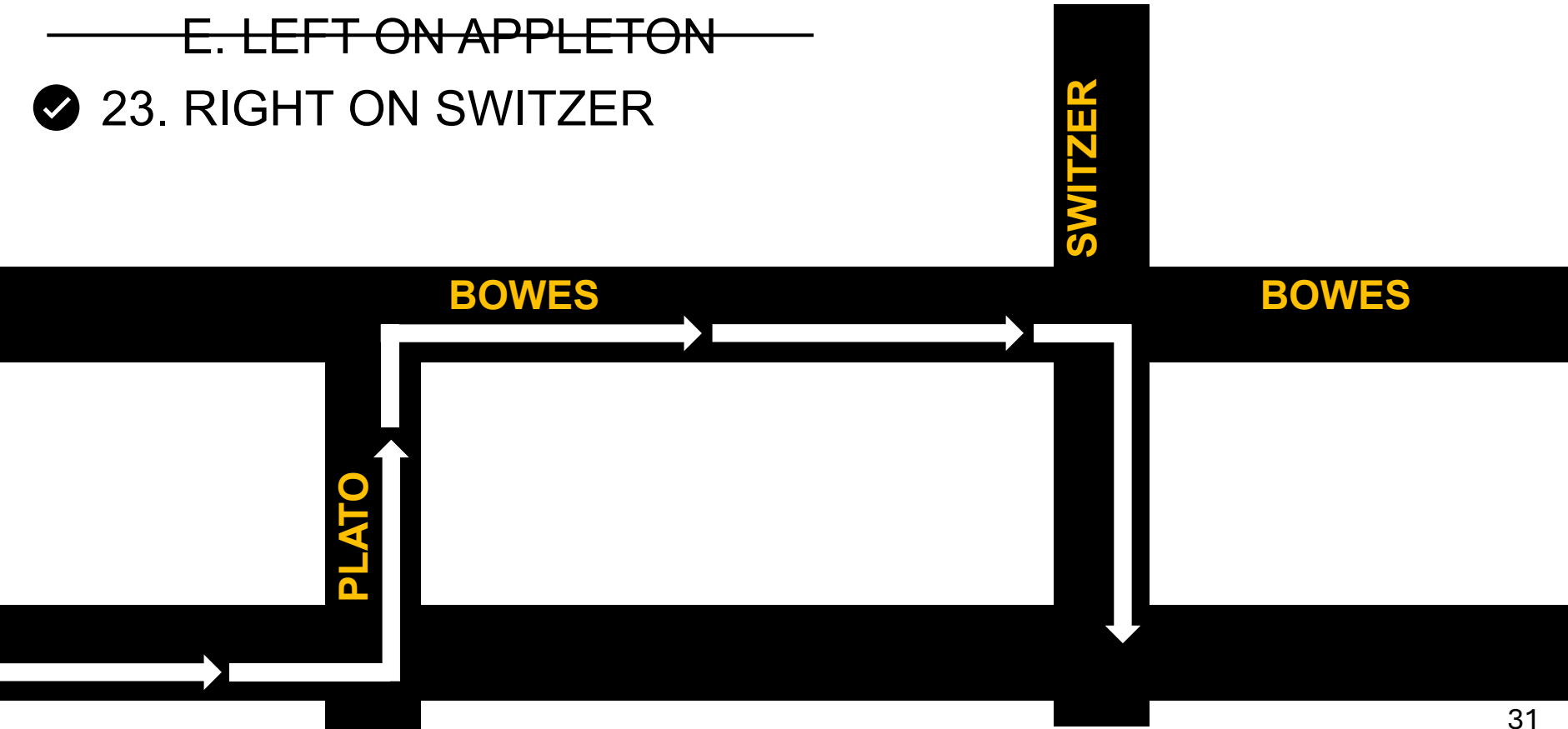
SWITZER

BOWES

THE RALLYE ROUTE

EXAMPLE:

- ✓ 22. LEFT ONTO PLATO, CAST 30
- ✓ D. RIGHT ON BOWES
- ~~—— E. LEFT ON APPLETON ——~~
- ✓ 23. RIGHT ON SWITZER



THE RALLYE ROUTE



REDUNDANCY

- The most difficult concept in rallying.
- In rallyes, there are no redundant instructions.⁽¹⁾
- An instruction is redundant if it causes you to take the same course through an intersection that would have been taken in the absence of that instruction.
- If an instruction is deemed redundant at an intersection, it should not be executed at that intersection; follow the road as you would have and continue to look for an intersection where the instruction can be executed (without being redundant).

(1) Except those accompanied by ORM (Official Rallye Mileage) in the margin or marked as redundant (or possibly redundant) in parenthesis alongside the instruction.

THE RALLYE ROUTE



EXAMPLE:

22. LEFT ON PLATO

23. RIGHT

24. TURN LEFT

MRR

(1) RIGHT AT T (OR Y-T)

(2) SAP

SWITZER

BOWES

BOWES

PLATO



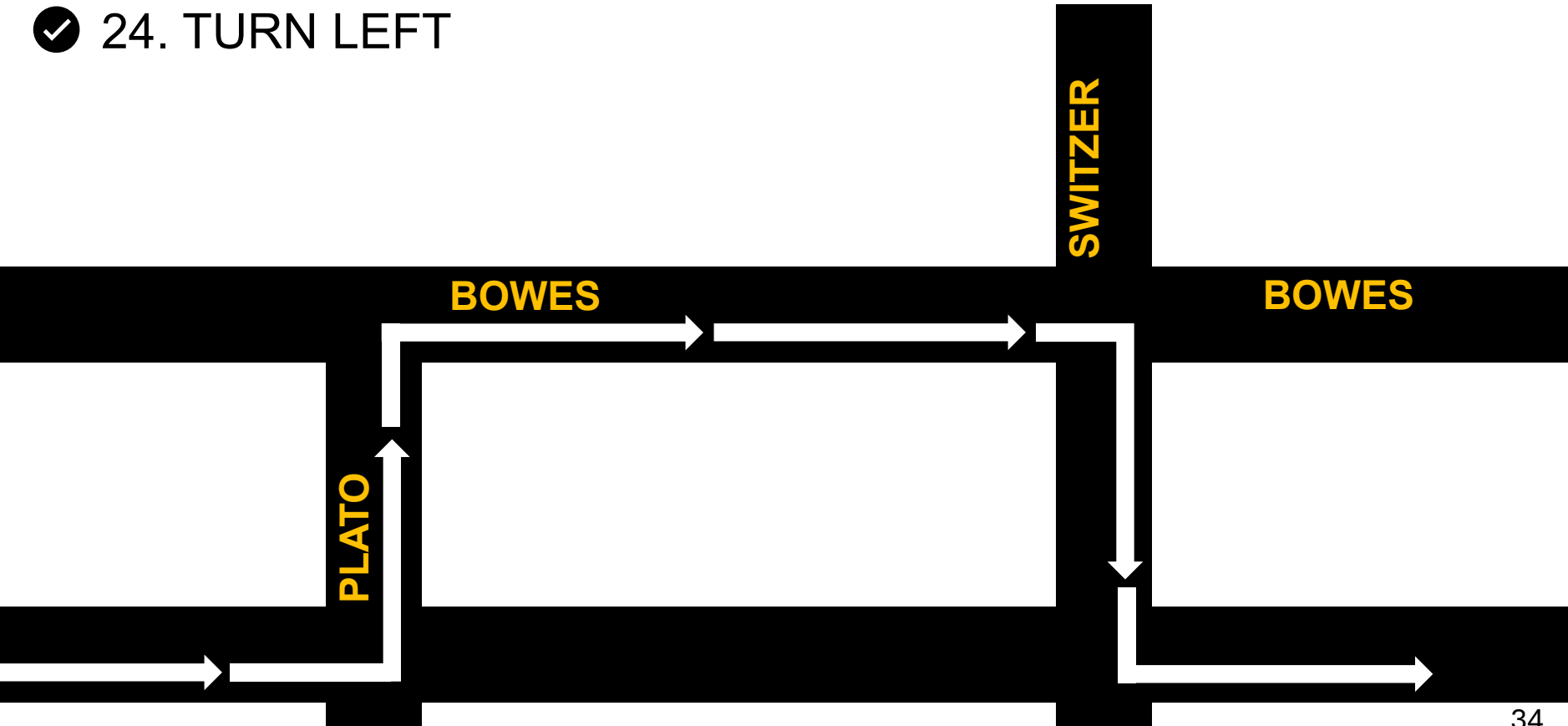
THE RALLYE ROUTE

EXAMPLE:

- ✓ 22. LEFT ON PLATO
- ✓ 23. RIGHT
- ✓ 24. TURN LEFT

MRR

- (1) RIGHT AT T (OR Y-T)
- (2) SAP



THE RALLYE ROUTE



EXAMPLE:

- 22. LEFT ON PLATO
- 23. RIGHT (REDUNDANT)
- 24. TURN LEFT

MRR

- (1) RIGHT AT T (OR Y-T)
- (2) SAP

SWITZER

BOWES

BOWES

PLATO



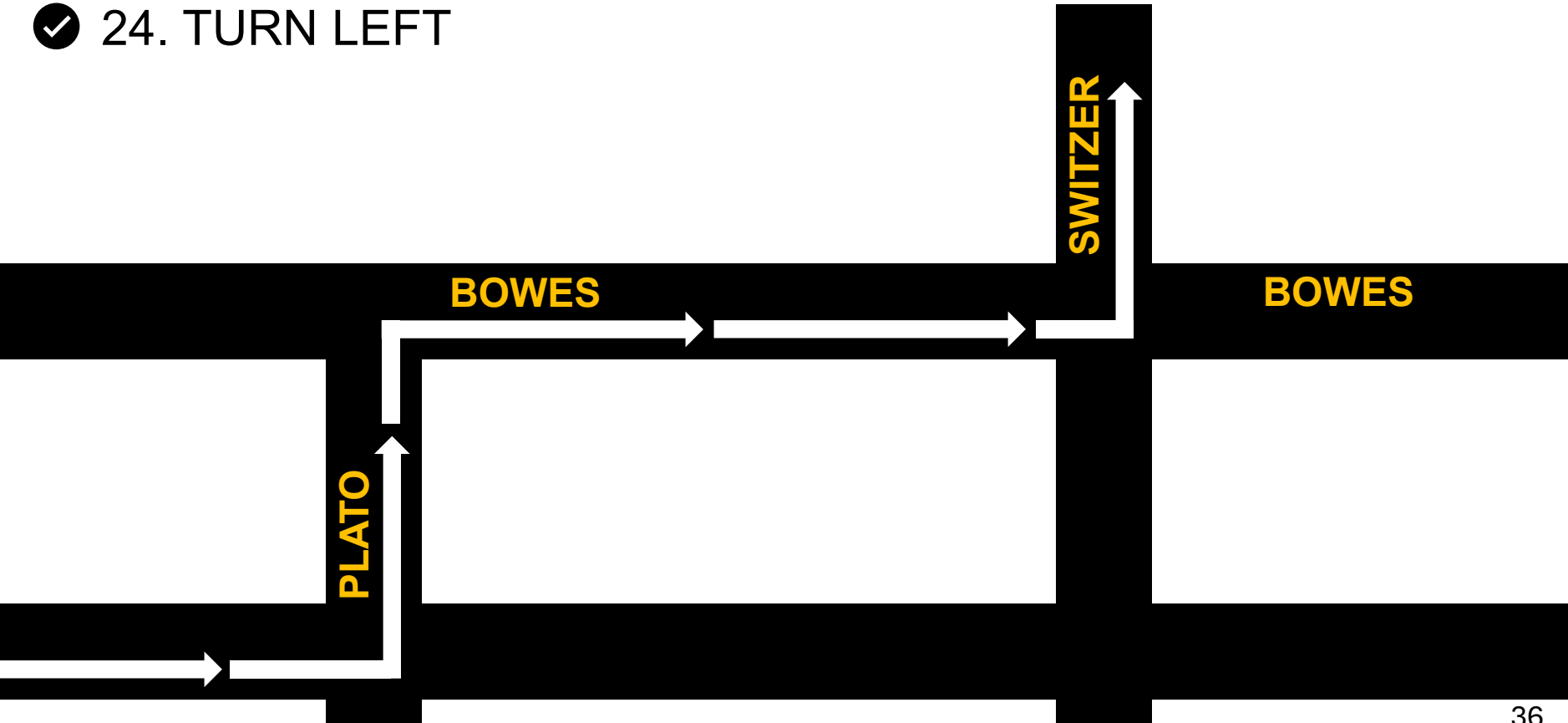
THE RALLYE ROUTE

EXAMPLE:

- ✓ 22. LEFT ON PLATO
- ✓ 23. RIGHT (REDUNDANT)
- ✓ 24. TURN LEFT

MRR

- (1) RIGHT AT T (OR Y-T)
- (2) SAP



RALLYE

THE QUIZ



THE QUIZ



QUESTION 1.

- 21. CAST 40 AT APPLETON
- 22. REDUCE CAST BY $\frac{1}{2}$ AT STOP
- 23. "SPEED LIMIT 45"
- 24. INCREASE CAST BY $\frac{1}{2}$ AT PLANK

After completing the above, what speed should you be driving?

- a) 20 MPH
- b) 30 MPH
- c) 40 MPH
- d) 45 MPH

THE QUIZ



QUESTION 2.

21. LEFT ON SWITZER

C. RIGHT AFTER RED BARN

22. RIGHT

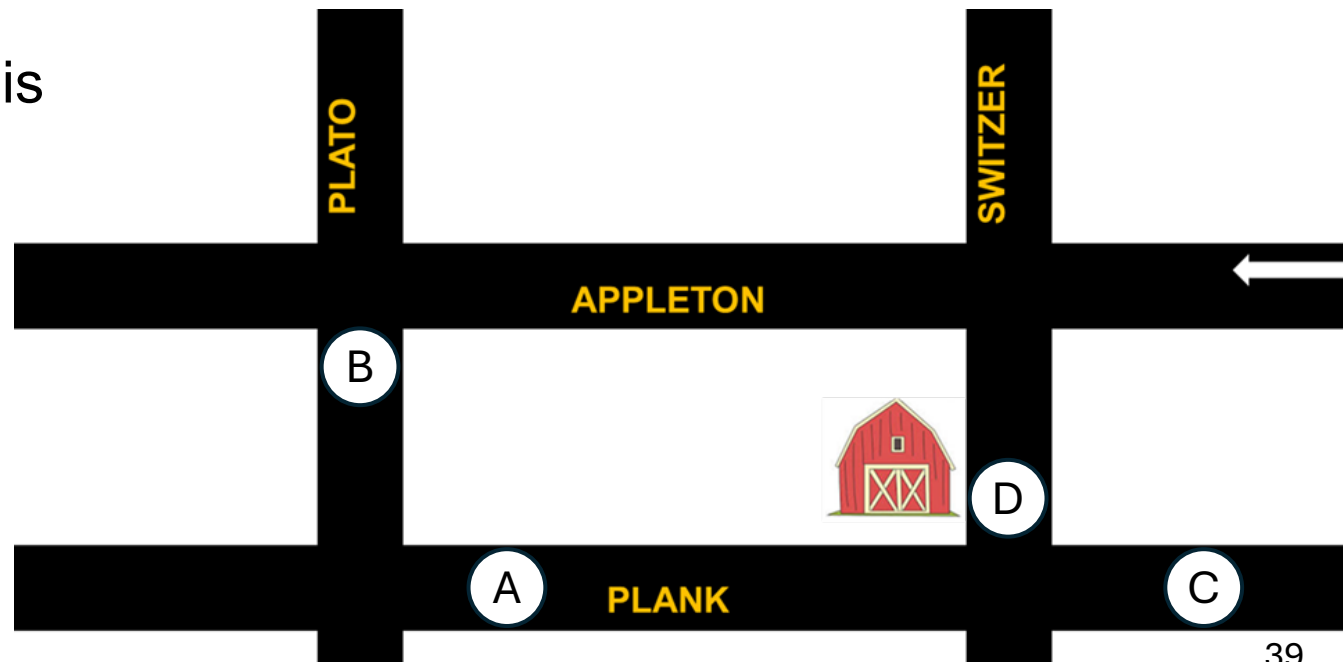
MRR

(1) RIGHT AT T (OR Y-T)

(2) SAP

After completing the above, what is the location of your car?

- a) A
- b) B
- c) C
- d) D

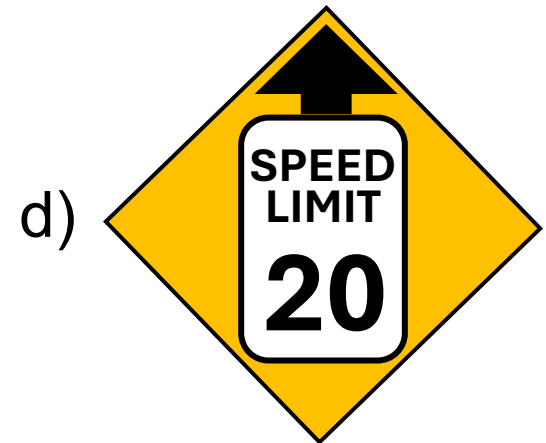
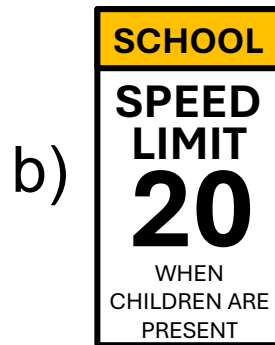
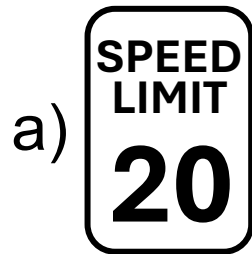


THE QUIZ



QUESTION 3.

According to the General Instructions, at which of the following would you execute CAST 20 AT 20?
(select all that apply)



THE QUIZ



QUESTION 4.

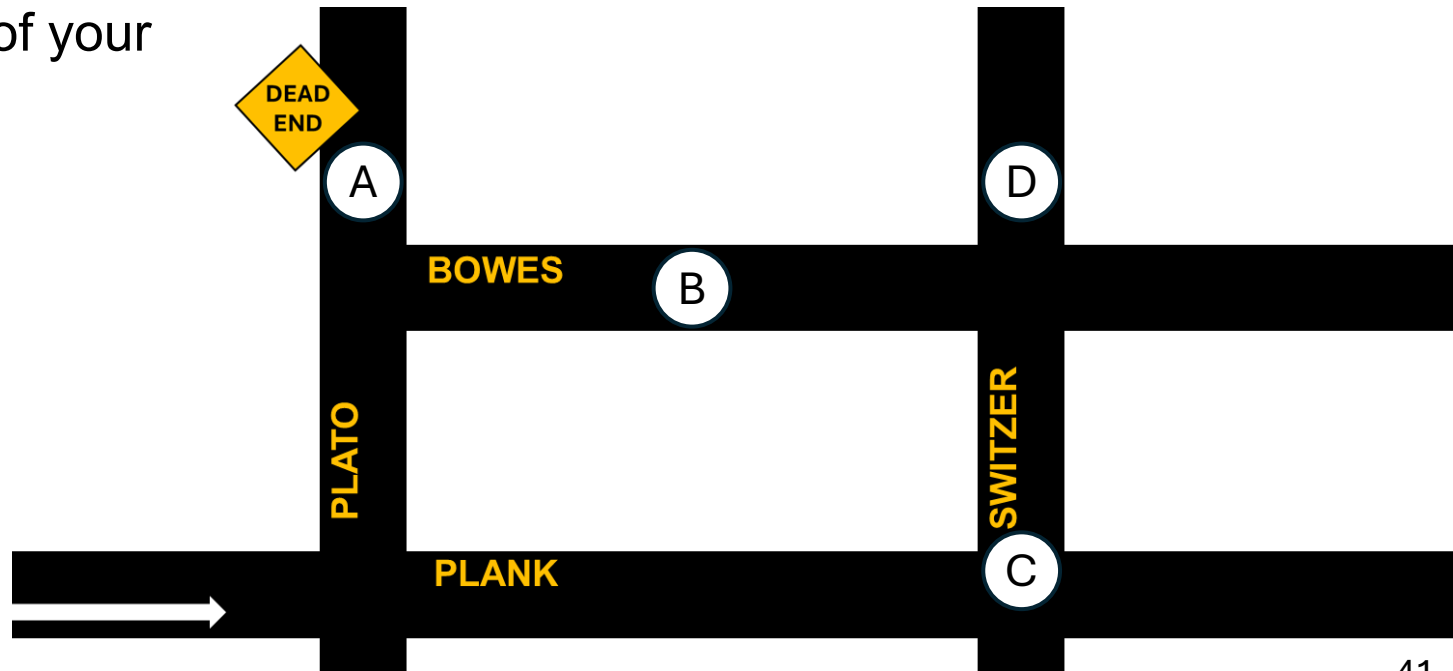
- 21. LEFT ON PLATO OR SWITZER
- 22. RIGHT

MRR

- (1) RIGHT AT T (OR Y-T)
- (2) SAP

After completing the above, what is the location of your car?

- a) A
- b) B
- c) C
- d) D



QUESTION 5.

Which instructions will always be executed?
(select all that apply)

- a) Lettered Route Instructions
- b) Special Instructions
- c) Route Instructions containing times and / or distances
- d) Numbered Route Instructions

THE QUIZ



QUESTION 6.

21. RIGHT ON APPLETON

MRR

(1) RIGHT AT T (OR Y-T)

(2) SAP

After completing the above,
what is the location of your
car?

- a) A
- b) A
- c) A
- d) A



RALLYE

OTHER STUFF



ODOMETER CHECK (the “ODO LEG”)

- The ODO Leg is the first part of a rallye. It is generally around 10 miles long and is not scored.
- Allows each team to calibrate their odometer with the one used by the Rallye Master to design the rallye.
- Compare your mileage at the end of the ODO Leg with the Official Rallye Mileage (ORM) to get a calibration factor.

$$\text{Factor} = (\text{Your Mileage} / \text{ORM})$$

- Multiply mileages and speeds by this factor to get your “vehicle-adjusted” values.

ODOMETER CHECK (the “ODO LEG”)

EXAMPLE:

- At the end of the ODO Leg the Official Rallye Mileage (ORM) is 10.0 miles and your odometer reads 9.7 miles.

$$\text{Factor} = (9.7 / 10.0) = 0.97$$

- For your vehicle, if given CAST 45, you would drive $(45 \times 0.97) = 43.7$ MPH. If you were directed to take an action at 3 miles, you would execute at $(3 \times 0.97) = 2.9$ miles.
- From a practical standpoint, if your mileage is **LESS than ORM**, drive a little **SLOWER**; **MORE**, drive a little **FASTER**.

TOURING CLASS

- The Touring Class is used to introduce new potential rallyists to the fun and excitement of rallying.
- Teams competing in this class are provided with fully annotated route instructions (turn-by-turn, explanations, etc.) and may use any equipment while competing.
- Touring teams are scored but are not eligible for awards.

SEAT OF THE PANTS (SOP)

- Teams competing in the SOP Class may only use writing instruments (pens, pencils, highlighters, etc.), paper, clipboards, devices which have a sole purpose of measuring time (stop watches, kitchen timers, etc.) and the RICHTA app.
- Use of navigational aids (maps, GPS navigation systems / devices / apps, etc.) or any other equipment is prohibited and will result in disqualification.
- SOP teams compete for individual rallye event awards, and potentially for rallye year-end awards.

DRIVER & NAVIGATOR ROLES

DRIVER	NAVIGATOR
1. Drive safely. 2. Drive the assigned speed and try to stay on time. 3. Look for signs and landmarks. 4. Assist in the interpretation of instructions. 5. Supply odometer readings when requested. 6. Communicate. Verify / echo what you hear the Navigator say. 7. Be nice.	1. Read aloud and verbally distinguish between signs and landmarks. 2. Interpret instructions as needed. 3. Help look for signs and landmarks. 4. Handle paperwork and check off completed instructions. 5. Read ahead at least one instruction in case the next action point comes up quickly. 6. Remind the Driver what CAST to be driving and what to look for. 7. Typically handle stopwatch / time piece. 8. Typically calibrate mileage and speeds.

WHAT SHOULD YOU BRING?

- ☑ Rallye documents (Supplementals, General Instructions)
- ☑ Clipboard
- ☑ Pens, pencils, highlighters
- ☑ Post-it notes, index cards (jot down MRRs, ONTOs, streets that do not exist, required pauses, and any other non-standard items listed in the Supplementals), and tape (blue painter's tape works great)
- ☑ Stopwatch (or another timekeeping device)
- ☑ Fully-charged cell phone with the RICHTA⁽¹⁾ app installed and an in-car phone charger

RALLYE

RICHTA APP



COMPETITOR – RICHTA GPS CHECKPOINTS



- Enables real-time tracking of rallye car locations
- Automates the timing and scoring for all rallye participants
- Displays the Official Rallye Time (ORT)
- Allows for on-the-fly time delays (Time Allowance, TA+)
- Uses phone's GPS chip, does not require cell phone signal

ANDROID SCREENS

Use when you
are delayed

9:44 5G

Register Car

Event Name: Chicago PCA - 2026 Rallye 1

Cancel Save

Car Number: (Tap for keyboard)

Password: (Tap for keyboard)

Enter car number and password, press "Save"

9:45 5G

Register Car

Event Name: Chicago PCA - 2026 Rallye 1

Cancel Add

Car Number: 99

Password: 99

email address: (Tap for keyboard)

Phone: (Tap for keyboard)

Driver/Navigator Names: (Tap for ke

(Displayed in Scoreboard spreadsheet
Enter Driver/Navigator names)

Class: (Tap for keyboard)

Complete registration info and press "Add"

Ver 1.31k

Chicago PCA - 2026 Rallye 1...

Rally Clock 10:02:31 Score 47

GPS Accuracy 9.9 meters Time Allowance 0:15

42.026655 -88.464190 TA- TA+

Completed Checkpoints:

CP	In Time	Difference	Score
6	09:59:41	0:33.9 Early	33
5	09:58:05	0:01.2 Late	1
4	09:55:51	0:13.4 Early	13
3	09:54:54	Restart	
2	09:54:38	On course	0
1	09:52:36.1	Time Chk	

Ver 1.31k

Chicago PCA - 2026 Rallye 1...

Rally Clock 10:12:22 Score 319

GPS Accuracy 3.8 meters Time Allowance 0:00

42.019714 -88.449805 TA- TA+

Completed Checkpoints:

CP	In Time	Difference	Score
20	10:11:10	Off course	150
9	10:09:14	0:19.5 Late	19
8	10:05:38	1:33.4 Early	93
7	10:02:50	0:10.0 Late	10
6	09:59:41	0:33.9 Early	
5	09:58:05	0:01.2 Late	
4	09:55:51	0:13.4 Early	
3	09:54:54	Restart	
2	09:54:38	On course	
1	09:52:36.1	Time Chk	

Ver 1.31k

Critique slip for leg 20

Checkpoint type: Off Course checkpoint

Start Time :

Ideal Leg Time :

Time Allowance:

Due Time:

In Time: 10:11:10

Difference :

Score: 150 Off course

Critique:

You should not have turned on PLANK as it was an observation only. When safe to do so turn around. Make a LEFT ON BRIER HILL to get back on course. Working RI #27.

APPLE SCREENS

Use when you
are delayed

5:49 5G 100

< Back Car Registration

Chicago PCA - 2026 Rallye

Car Number 98

Password

Continue

5:49 5G 100

< Car Registration

Enter your class

Enter your email

Enter driver / navigator names

Enter phone number

Submit Info

5:56 5G 100

Chicago PCA - 2026 Rallye 1 • Car #98

Rally Clock 17:56:25

Score 43

GPS Accuracy 3 meters

Time Allowance 00:15

TA-

TA+

Completed Checkpoints

CP	In Time	Difference	Score
#6	17:56:19.9	00:26.9 Early	26
#5	17:54:51.9	00:06.2 Late	6
#4	17:52:32.6	00:11.5 Early	11
#3	17:51:34.1	Restart	
#2	17:51:18.6	On Course	0
#1	17:49:55.7	Time check	

[Settings](#)

ver. 1.31 (4)

6:07 5G 98

Chicago PCA - 2026 Rallye 1 • Car #98

Rally Clock 18:07:33

Score 297

GPS Accuracy 3 meters

Time Allowance 00:00

TA-

TA+

Completed Checkpoints

CP	In Time	Difference	Score
#20	18:07:27.2	Off Course	150
#9	18:05:16.5	00:17.9 Late	17
#8	18:01:41.6	01:24.5 Early	
#7	17:59:15.2	00:03.7 Early	
#6	17:56:19.9	00:26.9 Early	
#5	17:54:51.9	00:06.2 Late	
#4	17:52:32.6	00:11.5 Early	
#3	17:51:34.1	Restart	

[Settings](#)

CP #20 Critique

Type: Off course

Start time: N/A
Ideal elapsed: 00:00:00.000
Time Allowance: 00:00:00.000
Due: 18:00:00.000

In time: 18:07:27.214
Difference: 1776553647.214

Score: 150

You should not have turned on PLANK as it was an observation only. When safe to do so turn around. Make a LEFT ON BRIER HILL to get back on course. Working RI #27.

Close

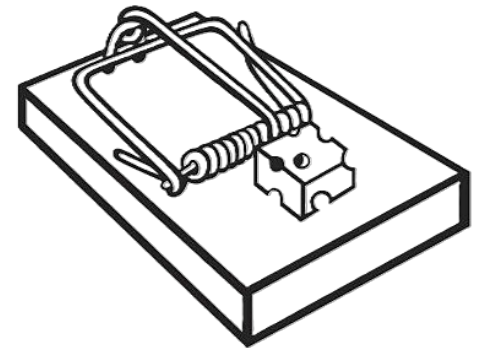
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RALLYE TRAPS



WHERE, OH WHERE HAVE I GONE WRONG?

- The following attempts to share some knowledge based upon traps seen (and perhaps fallen for) over the past few years.
- We have also included some traps we heard about but just haven't had the fortune of experiencing them yet.
- This is **not a definitive list of traps**, rather it is foundation to build upon which will hopefully allow you to quickly compete with Rallye Veterans while reducing the frustration encountered as you get up to speed.



READ THE SUPPLEMENTALS CAREFULLY

- The Rallye Master uses the Supplementals to [set the stage for potential traps](#). What is being added, changed or redefined?
- Look for:
 - 1) Specific “named” roads that do not exist, or roads which normally wouldn’t exist being brought into existence (no longer listed in the “does not exist” section).
 - 2) Did any other definitions change (ONTO, railroad crossing, traffic control device, units for time, CAST change at Speed Limit signs, etc.)? Changes may be subtle, but impactful.
 - 3) Are there Special Instructions (pauses, specified speeds, actions that need to be taken throughout the rallye, etc.)?

CONSTRUCTS PRIME FOR POTENTIAL TRAPS

- When a Numbered Route Instruction (NRI) contains an “OR” there is potential for a trap because only one side of the “OR” is executed.
- Lettered Route Instructions (LRI) are only executed if possible (they don't have to be executable instructions) and only if something subsequent hasn't been executed, so LRI are a great way to trap an unsuspecting rallyist.
- “Turn” directions without a named road (TURN, LEFT, RIGHT, LEFT AT 1ST OPPORTUNITY, etc.) may be trying to get you to turn on a road that does not exist or trip you up on Redundancy. Keep both situations top of mind when you see instructions like these.

SIGN, SIGN, EVERYWHERE A SIGN

- Spelling. Verify what is “in quotes” matches what is on a sign before acting. Words become increasingly difficult to validate at high CASTs. Quick-hitting instructions can also lead to verification challenges.
- You can turn AT a sign, but you cannot turn ON a sign. For example, RIGHT ON “PLATO” is not an executable instruction and should be immediately crossed out.
- In situations where a sign pre-marking a road is inconsistent with the identifying sign at the intersection, the sign at the intersection takes precedence. If you are taking (or not taking) an upcoming action based on a pre-mark sign, double-check at the intersection, you may change your mind.

DOES IT EXIST?

- When instructed to do something at a Road or Landmark, **make sure it exists** before acting.
- We have paused at several well-signed roads that did not exist. The reason for non-existence has varied, but we haven't made the same mistake twice (at least not yet). Note, it is sometimes difficult to discern gravel roads from chipseal until you get out and touch them.
- When directed to pause at a road (vs turning on it), you may not see that "Dead End" sign which is only visible if you look down the offending road. Be vigilant!
- Landmarks don't exist unless they are identified by a sign.

TRAPS – SPECIFIC



RELATED TO CAST

22. DECREASE (OR INCREASE) CAST BY $\frac{1}{2}$

DON'T divide your CAST by 2 and then subtract (or add) that amount from (to) your CAST, you simply decrease (or increase) by 0.5 MPH.

22. DECREASE CAST BY 100% FOR 0.5, INCREASE CAST BY 100% FOR 1, CAST 50

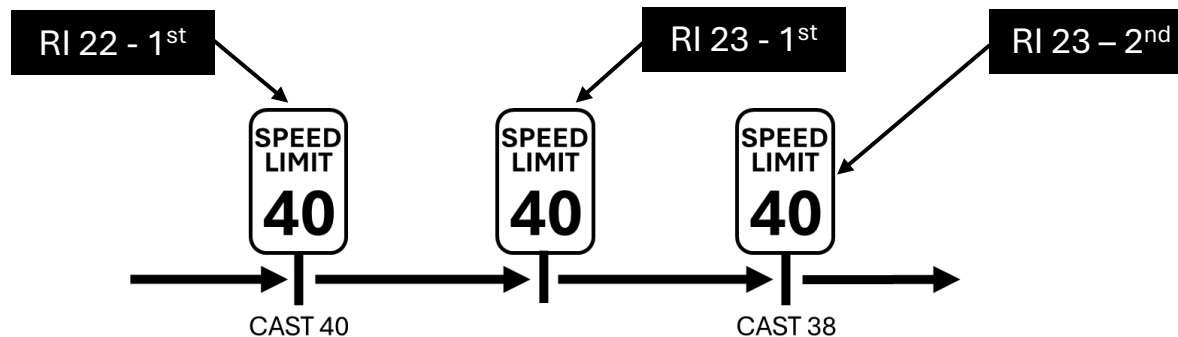
Decreasing CAST by 100% makes it zero. Increasing zero by 100% is still zero. Effectively, this is a pause for 1.5 seconds **UNLESS the Supplementals changed units of TIME to minutes**. From a big picture perspective regardless of the percentage change, given the duration (1.5 seconds), ignore it or “tap the brakes” and CAST 50.

DON'T CARRYOVER

Normally each Route Instruction stands on its own. Once a Route Instruction is completed, move forward with a “clean slate” perspective.

22. CAST 40 at 1st “SPEED LIMIT 40”

23. CAST 38 at 2nd “SPEED LIMIT 40”



TRAPS – SPECIFIC



AN OBSERVATION IS JUST THAT

The Rallye Master will tempt you to turn, when all you should do is observe.

22. TURN RIGHT ON PLATO OR PLANK

You will probably come across PLANK first. If so, observe and move to the next Route Instruction.

23. LEFT ON SWITZER AND PLATO

You will make a LEFT ON SWITZER and eventually come across PLATO. Don't turn, just observe.

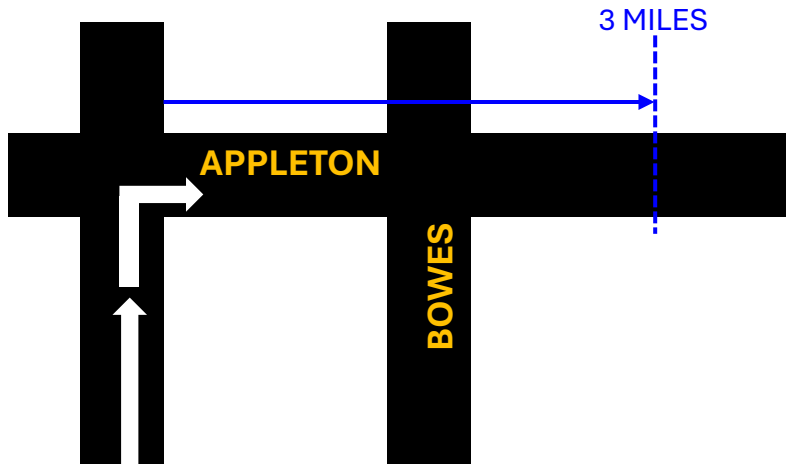
24. LEFT ON PLANK OR APPLETON (YOU PICK WHICH ONE)

Similar to RI 22, but a greater enticement to TURN LEFT ON APPLETON. APPLETON is just an "observe." Act based on which side of the "OR" can be executed first and move to the next Route Instruction.

TRAPS – SPECIFIC

ONCE YOU START, YOU NEED TO FINISH...

- ✓ 22. RIGHT ON APPLETON, CAST 30
 - C. WATCH OUT FOR DEER FOR THREE (3) MILES
 - D. LEFT
- 23. RIGHT ON RIPPEN



Upon completing RI 22, RI 22.C, 22.D and 23 become active.

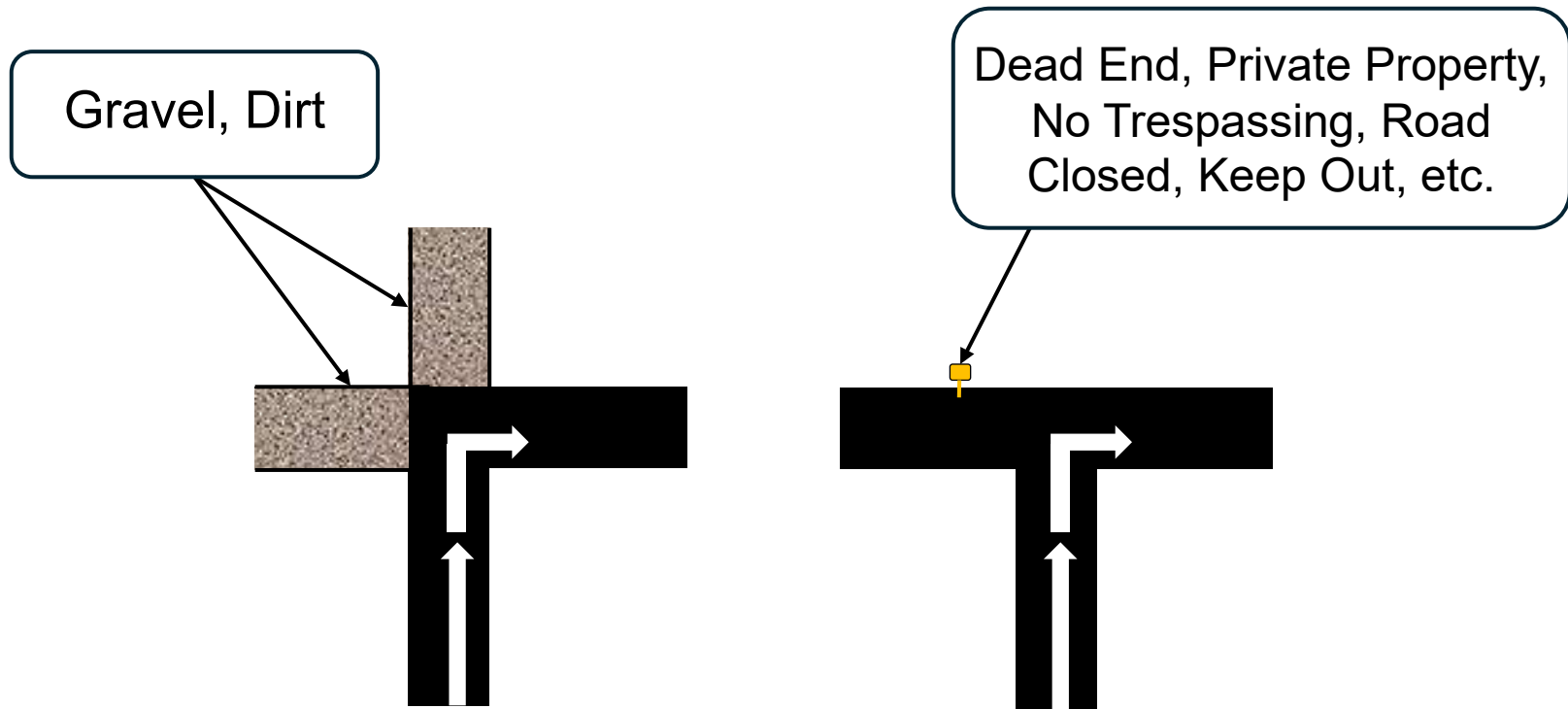
In accordance with RI 22.C, you begin watching for deer immediately.

While turning LEFT ON BOWES could satisfy RI 22.D (and cancel RI 22.C), it's not valid, because you started executing RI 22.C and can't move on until it is completed at 3 miles.

TRAPS – SPECIFIC



STRAIGHT AS POSSIBLE (SAP) IS NOT ALWAYS STRAIGHTFORWARD



The scenarios above are SAP (and not RIGHT turns) because the “alternative roads” don’t exist.

TRAPS – SPECIFIC



PARENTHESES

Information in (parentheses) in a RI is intended to be helpful, but not essential for the completion of that RI. (This one got us on a recent rallye, and no, we didn't see any cyclists.)

22. PAUSE 1.0 MINUTE AT 83. CAST 55. (WATCH FOR CYCLISTS FOR 1.0 MILE.)

23. LEFT

Without the parentheses, rallyists would need to PAUSE, CAST 55 and then travel one mile watching for cyclists before RI 22 would be considered complete.

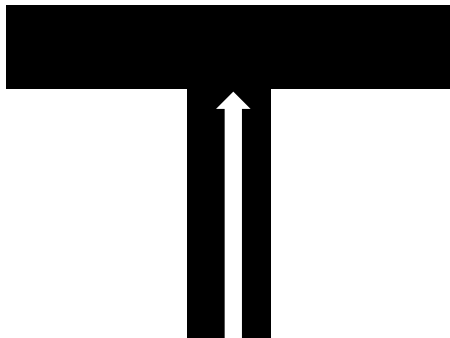
With the parentheses, rallyists should make the first available LEFT (which is not redundant) upon completing the PAUSE and CAST 55.

ALWAYS BE THINKING ABOUT REDUNDANCY

When approaching a T-Intersection, if the active Route Instruction is:

MRR

- (1) RIGHT AT T (OR Y-T)
- (2) SAP



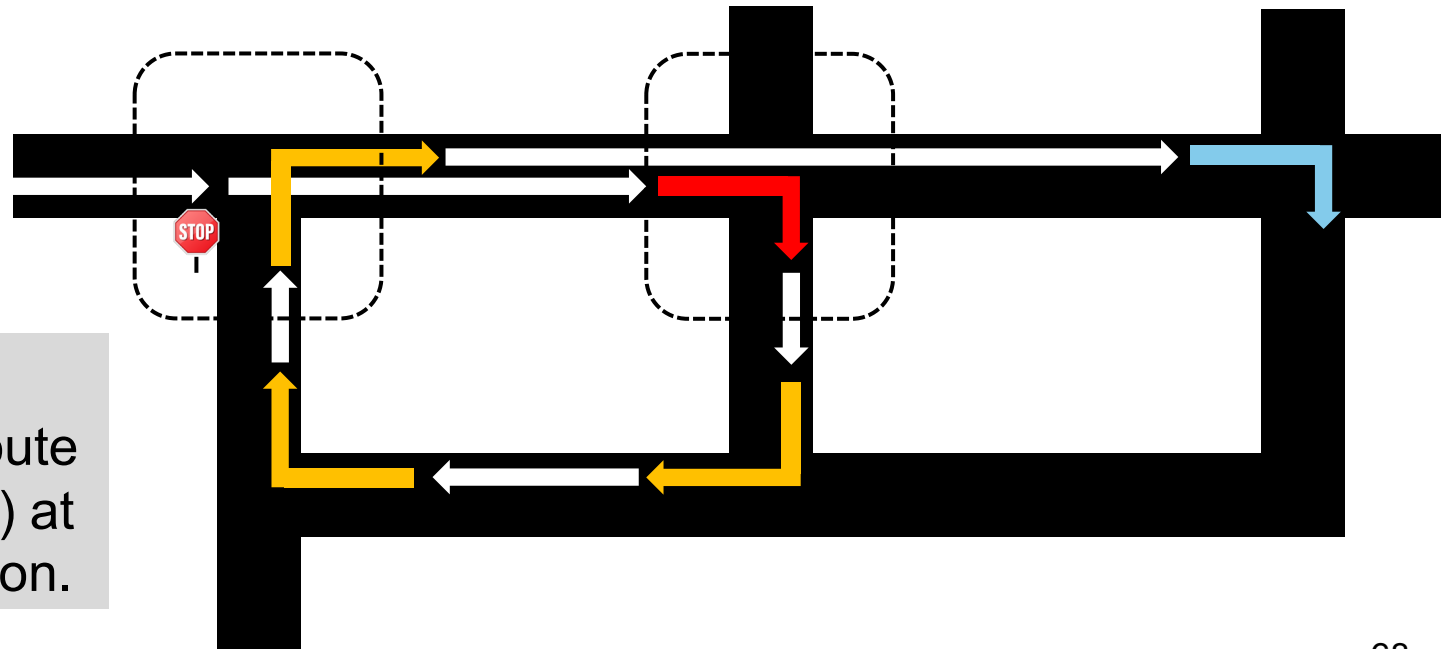
- **LEFT**, you would turn LEFT at the T intersection as it takes you in a direction different than the MRR
- **RIGHT**, it is redundant with the MRR so you would turn RIGHT based on the MRR and the Route Instruction RIGHT would remain active
- **TURN**, you would turn LEFT, because turning RIGHT would be redundant and there are no redundant instructions

TRAPS – SPECIFIC

CONSECUTIVE RI AT SAME ROAD, INTERSECTION, LANDMARK, OR SIGN IS NOT PERMITTED

- ✓ 22. PAUSE 20 AT STOP
- ✓ 23. RIGHT
- ✓ 24. RIGHT

MRR
(1) RIGHT AT T (OR Y-T)
(2) SAP



Don't execute consecutive Route Instructions (RI) at same intersection.